

Color Coding KEY:

- Initial gaming scenario
- Who they will be playing with
- Who they speak to while gaming
- Gender Stereotype
- Answers the why?
- Environments created by gender stereotype
- Other factors playing into environment
- Outcomes of environment
- Characteristics of environment

Final outcome of gaming experience being: **Positive**, **Negative**, **Neutral**



Girl UW PC Gamers
who play
Multiplayer PC
Games

Play with a
group of
friends

Play alone

Queued only
with friends

Queued with
friends and
random
individuals

Queued with only
random
individuals

Speaks only to
friends in VOIP

Girl gamer speaks
out in game;
lobby is now
aware there is a
girl in the game

Doesn't speak
out in game

Personal
preference

Not
necessary

Fear of
stereotype
towards them

Inability to
build social
community

Positive
gaming
Experience

Nothing unusual
happens. Normal
gaming experience
for everyone
involved

Mostly
positive
players

Cooperation,
teamwork,
communication

Support when
game is
stressful

Toxic positivity
where guy gamers
now treat the
girl special

Less
Authentic
Gaming
Experience
due to Gender

Gender Gaming
Stereotypes are
present

Negative
Gaming
Experience

Girl gamer
hides identity
to avoid this

Stressful
game
environment

Players are
performing
badly

Toxic gaming
environment

Internal
pressure for
girl gamer to
do well

Team is
loosing

High Stakes

Close Score